

FORM PTO-1449 (modified)  
To: U.S. Department of Commerce  
(PW FORM PAT-1449)  
Patent and Trademark Office

Atty.  
Dkt. No.

M#

Client Ref.

290727

010007BM

**INFORMATION DISCLOSURE STATEMENT  
BY APPLICANT**

Applicant: MOREIN

Appln. No.: 10/076,350

Filing Date: February 19, 2002

Examiner: (Unknown)

Group Art Unit: 2672

Date: March 18, 2003

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**U.S. PATENT DOCUMENTS**

Examiner's Initials*		Document Number	Date MM/YYYY	Name (Family Name of First Inventor)	Class	Sub Class	Filing Date (if appropriate)
kn	AR	6,421,764	07/2002	MOREIN			
kn	BR	6,492,987	12/2002	MOREIN			
	CR						

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		Document Number	Date MM/YYYY	Country	Inventor Name		English Abstract	Translation Readily Available
							Enclosed	No
							Enclose	No
	DR							

**OTHER (Including in this order Author, Title, Periodical Name, Date, Pertinent Pages, etc.)**

kn	ER	Segal et al, "The Design Of The OpenGL Graphics Interface," Silicon Graphics, Inc. © 1994, pages 1-10.
	FR	Zyda, CS-4470 Image Synthesis, Part 3, Blending, June 23, 1996, 10 pages.
	GR	Baker, "Alpha-blending and the Z-buffer" 4 pages, <a href="http://sjbaker.org/steve/omniv/alpha_sorting.html">http://sjbaker.org/steve/omniv/alpha_sorting.html</a>
	HR	Coorg et al, "Real-Time Occlusion Culling for Models with Large Occluders," In Proc. 1997, ACM Symposium on Interactive 3D graphics, pp. 83-90 and 189.
	IR	Bartz et al, "Extending Graphics Hardware for Occlusion Queries in OpenGL," Computer Graphics Lab, University of Tubingen, pages 97-104.
	JR	Jouppi, "Improving Direct-Mapped Cache Performance by the Addition of a Small Fully-Associative Cache and Prefetch Buffers," WRL, Technical Note TN-14, Western Research Laboratory, Palo Alto, CA, March 1990, pp 1-36, (+ covers and pages i-vii)
	KR	Greene et al., Apple Computer, U.C. Santa Cruz, "Hierarchical Z-Buffer Visibility," reprint, 7 pages.
	LR	Greene et al., Apple Computer ( <a href="mailto:greene@apple.com">greene@apple.com</a> ), "Hierarchical Polygon Tiling With Coverage Masks," Reprint, (12 pages).
	MR	Occlusion Culling, Delphi3D - Rapid OpenGL Development, 3 pages, <a href="http://www.gamedeveloper.org/delphi3d/3de/3de_22.shtml">http://www.gamedeveloper.org/delphi3d/3de/3de_22.shtml</a>
	NR	"Occlusion Culling Algorithms," Gamasutra - Features [11.09.99], 5 pages, <a href="http://www.gamasutra.com/features/19991109/moller_haines_03.htm">http://www.gamasutra.com/features/19991109/moller_haines_03.htm</a>
	OR	Alpha Blending, 12/6/00, 8 pages, <a href="http://mecadserv1.technion.ac.il/public_html/Courses/interActiveGraphics/oql_course/oql_lab/o">http://mecadserv1.technion.ac.il/public_html/Courses/interActiveGraphics/oql_course/oql_lab/o</a>
kn	PR	Wittenbrink et al., "Opacity-Weighted Color Interpolation for Volume Sampling," Computer Systems Laboratory, HPL-97-31 (R.2) July, 1998 © Hewlett-Packard Company 1998, (10 pages: cover pp. 1-9).

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Knobloch, Nguyen

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BR				Enclosed	No

**OTHER (Including in this order Author, Title, Periodical Name, Date, Pertinent Pages, etc.):**

CR	Greene, Ned Greene Consulting ( <a href="mailto:ned@ngreene.com">ned@ngreene.com</a> ), "Occlusion Culling with Optimized Hierarchical Buffering," (1 page)				
DR	"Straight from ATI," Firing Squad, 2 pages, <a href="http://firingsquad.gamers.com/hardware/radeonpreview/page3.asp">http://firingsquad.gamers.com/hardware/radeonpreview/page3.asp</a>				
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FR	"Fast Z-Clear," Toms Hardware Guide - ATI's New Radeon-Smart Technology Meets Bru, 1 page, <a href="http://www.tomshardware.com/graphic/00q3/000717/radeon256-11.html">http://www.tomshardware.com/graphic/00q3/000717/radeon256-11.html</a>				
GR	"Occlusion Culling Algorithms," Gamasutra - Features - "Occlusion Culling Algorithms" [11.09.99], 6 pages, <a href="http://www.gamasutra.com/features/19991109/moller_haines_02.htm">http://www.gamasutra.com/features/19991109/moller_haines_02.htm</a>				
HR	"Section 2 - Cameras," 6 pages, <a href="http://www.dgp.toronto.edu/~jrmeredi/RenderDude/Docs/Cameras.html">http://www.dgp.toronto.edu/~jrmeredi/RenderDude/Docs/Cameras.html</a>				
IR	"Hierarchical Z-Buffer Visibility," 6 pages, <a href="http://www.people.fas.harvard.edu/~atchang/cs276/cs276r.html">http://www.people.fas.harvard.edu/~atchang/cs276/cs276r.html</a>				
JR	"Dynamic Scene Occlusion Culling," Trans. VCG: Abstract: Dynamic Scene Occlusion Culling, 1 page, <a href="http://www.computer.org/tvcg/tg1999/v0013abs.htm">http://www.computer.org/tvcg/tg1999/v0013abs.htm</a>				
KR	Baxter III, Department of Computer Science, UNC, "Occlusion Culling for Walkthroughs of Large Virtual Environments," May 8, 2000 7 pages, <a href="http://www.cs.unc.edu/~baxter/projects/occlusion.html">http://www.cs.unc.edu/~baxter/projects/occlusion.html</a>				
LR	"How Can You Incorporate This Functionality Into Your Application &ndash; Graphics Toolkits," Realistic Visualization of Design Data, 3D Graphics, shading, lighting, reflection, toolkits, etc. 4 pages, <a href="http://www.cswl.com/whiteppr/white/visualization.html">http://www.cswl.com/whiteppr/white/visualization.html</a>				

Examiner *Kimberly Nguyen*

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**OTHER (Including in this order: Author, Title, Periodical Name, Date, Pertinent Pages, etc.)**

kw	CR	"Primitives and Commands", 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/int01_1ur7.htm">http://msdn.microsoft.com/library/psdk/opengl/int01_1ur7.htm</a>			
	DR	"Basic OpenGL Operation," 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/int01_02su.htm">http://msdn.microsoft.com/library/psdk/opengl/int01_02su.htm</a>			
	ER	"OpenGL Graphic Control," 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/int01_3jxo.htm">http://msdn.microsoft.com/library/psdk/opengl/int01_3jxo.htm</a>			
	FR	"Execution Model," 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/int0_3qcs.htm">http://msdn.microsoft.com/library/psdk/opengl/int0_3qcs.htm</a>			
	GR	"OpenGL Reference," 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/apxb4_82lh.htm">http://msdn.microsoft.com/library/psdk/opengl/apxb4_82lh.htm</a>			
	HR	"State Variables," 1 page, <a href="http://msdn.microsoft.com/library/psdk/opengl/apxb4_2w4z.htm">http://msdn.microsoft.com/library/psdk/opengl/apxb4_2w4z.htm</a>			
	IR	"GL Functions," 7 pages, <a href="http://msdn.microsoft.com/library/psdk/opengl/glfunc01_4f03.htm">http://msdn.microsoft.com/library/psdk/opengl/glfunc01_4f03.htm</a>			
	JR	"GLU Functions," 3 pages, <a href="http://msdn.microsoft.com/library/psdk/opengl/glufnc01_0e43.htm">http://msdn.microsoft.com/library/psdk/opengl/glufnc01_0e43.htm</a>			
	KR	"Overview of OpenGL@," 9 pages, <a href="http://www.cs.wpi.edu/~matt/courses/cs563/talks/OpenGL_Presentation/OpenGL_Presentation">http://www.cs.wpi.edu/~matt/courses/cs563/talks/OpenGL_Presentation/OpenGL_Presentation</a>			
	LR	"2.1 The OpenGL API," 2 pages, <a href="http://www.compapp.dcu.ie/Projects/1999/dquinl.ca4/spec.html">http://www.compapp.dcu.ie/Projects/1999/dquinl.ca4/spec.html</a>			
kw	MR	"SGI - Open GL Technical Information," 9 pages, <a href="http://www.sgi.com/software/opengl/datasheet.html">http://www.sgi.com/software/opengl/datasheet.html</a>			
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	QR				
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